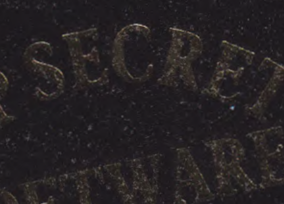
FREDERICK FORSYTH
THE FOURTH PROTOCOL

... the chilling world of counter~espionage ...





THE GAME



FREDERICK FORSYTH
THE FOURTH PROTOCOL

A software mega-adventure, based in the chilling world of counterespionage, from one of the world's greatest living fiction writers ...

Hatched in a remote dacha in the forests outside Moscow, Plan Aurora is executed with relentless brilliance and skill by a hand-picked team. A crack Soviet agent, placed under cover in Britain, begins to assemble the pieces of a jigsaw of devastation. Working blind on the faintest of clues, MI5 investigator John Preston leads an operation of the greatest urgency, racing against an unknown deadline.

In THE FOURTH PROTOCOL: The Game, you *are* John Preston. Your aim is to piece together the jigsaw, uncover the plot, prevent the breaching of the Fourth Protocol, and stop Plan Aurora. In your task, you are able to access the on-line resources of CenCom, MI5's central communications computer, and use the services in the field of both MI5 and the intelligence networks of friendly nations. But too many wrong decisions and moves will lower Preston's prestige in the service and valuable field support will be withdrawn.

All three episodes of THE FOURTH PROTOCOL: The Game must be completed, against the deadline, before Plan Aurora is finally thwarted.

Game design by John Lambshead and Gordon Paterson
Programmed by Electronic Pencil Company

GP Guild Publishing London
by agreement with Hutchinson

★ created by a large professional team of games designers, graphic artists, games programmers and editors

★ unique use of icon-driven graphics makes for user friendly game, under the players' complete control

★ strong, concurrent and multidimensional plot lines give an accurate depiction of life in the intelligence networks

★ real time element puts the player under constant pressure

Package based on the original jacket designed by Raymond Hawkey: Illustration by Harry Willock

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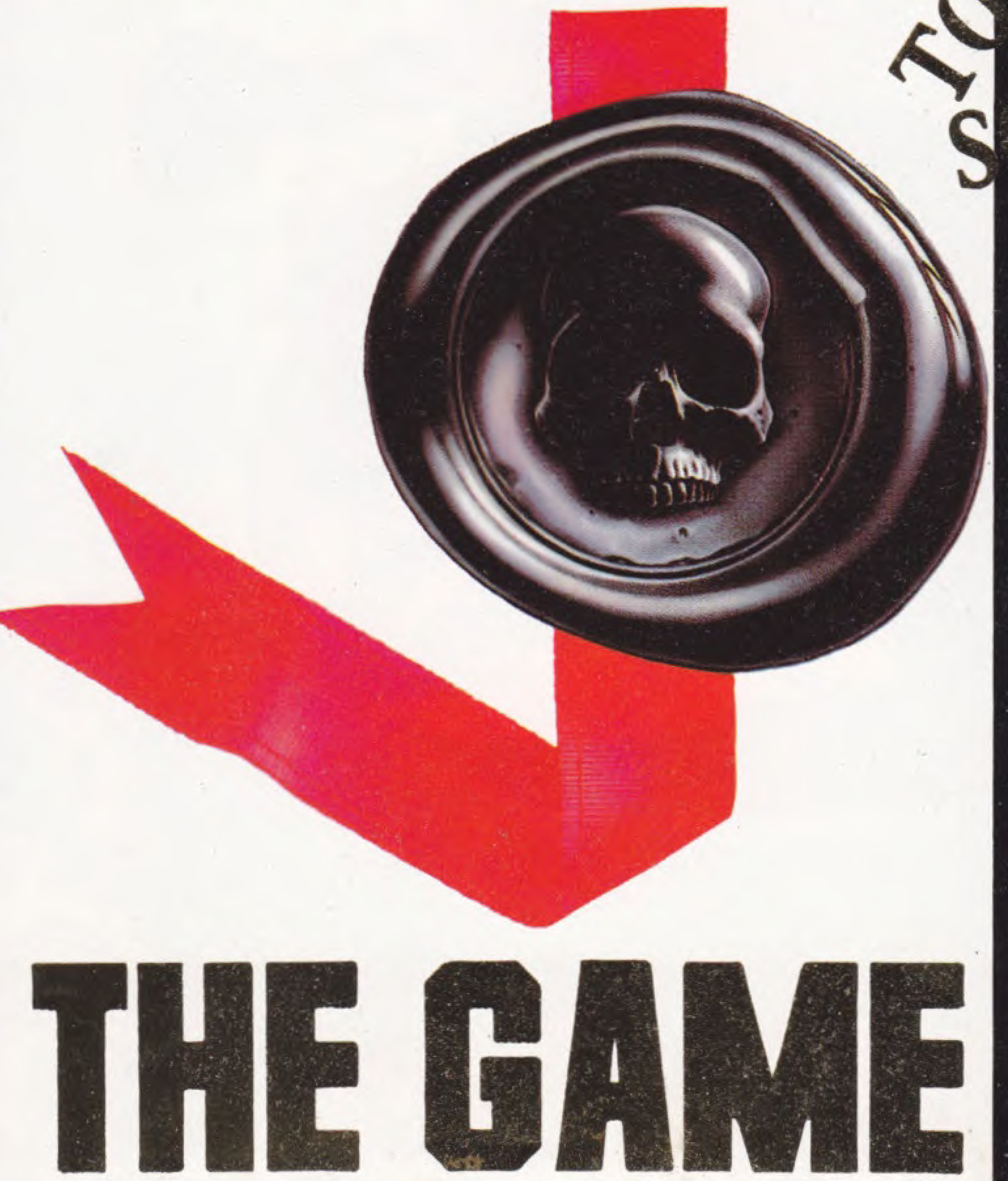
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